Summarizing E-Sports Matches and Tournaments

Abstract. E-sports is the result of organized leagues and tour naments in which players can compete in controlled environments and viewers can experience the matches, discuss and criticize, just like in physical sports. However, as traditional sports, e-sports matches may be long and contain less interesting parts, introducing the challenge of producing well directed summaries and highlights. In this paper, we describe our efforts to approach the game streaming and e-sports phenomena from a multimedia research point of view. We focus on the challenge of summarizing matches from specific relevant game, Counter-Strike: Global Offensive (CS:GO). We survey related work, describe the rules and structure of the game and identify the main challenges for summarizing e-sports matches. With this contribution, we aim to foster multimedia research in the area of e-sports and game streaming.

Authors:

Mathias Lux, Pål Halvorsen, Duc-Tien Dang-Nguyen, Håkon Stensland, Manoj Kesavulu, Martin Potthast and Michael Riegler
Alpen-Adria Universität Klagenfurt, SimulaMet, University of Bergen, Simula Research Laboratory, Dublin City University and Universität Leipzig.

Conclusions & Challenges

* Synchronization issues: up to 40 seconds difference between metadata and actual time points.
* Complexity of CS:GO as a challenge; which parts are interesting and which are less so?
* How to evaluate: Judges ranked based on Likert scale, but a qualitative evaluation was necessary

Review scores per run, averaged. 1 is strongly agree, 5 is strongly disagree

- The submission gives a summary of the match at hand.
- The submission is entertaining.
- The submission provides the flow and peak of a good story.
- The submission provided an innovative way to present a summary of an CS:GO match.
- A summary like this submission can be applied to games different from CS:GO.

MediaEval Benchmark

COUNTER STRIKE
GLOBAL OFFENSIVE